2023

Question Bank "October" + Model exams

3rd Year prep

أ/فاتن أحمد مصطفي

Translated By / MRS- Eman Mesalam

2024

اعداد جروب فريق أصدقاء الكمبيوتر المتخصص

Put (√) or (X)

1- Problem is a situation requires a solution. ( )

2- Problem is a the steps , activities and process to be done to reach an output or objective. ( )

3- Problem is an object you want to reach using organized steps. ( )

4- Algorithm is a set of logically arranged steps to solve a problem ( )

5- Flowchart is a diagram that uses standard graphical symbols to illustrate the sequence of steps required for solving a problem ( )

6- The first stage on solving a problem is preparing Algorithm. ( )

7- The first stage on solving a problem is defining the problem. ( )

8- Defining the problem means defining inputs, outputs and process. ( )

9- Writing the program on computer using programming languages is the first step on problem solving. ( )

10- Preparing algorithm is the second step on solving problem steps. ( )

11- Program documentation means converting solving steps into flowchart. ( )

12- Program documentation means converting flowchart into a programming language. ( )

13- Testing program validity is the last step on solving a problem. ( )

14- Program documentation is the last step on solving a problem. ( )

15- Program documentation means that the program is without any mistakes. ( )

16- Program testing means writing all the steps taken to solve the problem. ( )

17- Flowchart it easy to understand the problem. ( )

18- Flowcharts are drawn on computer only. ( )

19- Flowcharts are useful to explain the program to others. ( )

20- Flowcharts help on program documentation especially complicated programs. ( )

21- Algorithm means an object request solving. ( )

22- Algorithm helps on understanding the problem and converting it to a program. ( )

23- Preparing a cup of tea is considered an example of a problem. ( )

24- Program documentation means writing all the steps taken to solve a problem. ( )

25- On the problem defining step we write all the steps taken to solve the problem and the programmer's name. ( )

26- We test the program validity after the documentation step. ( )

27- Program testing means that the program is without any mistakes. ( )

28- On the program testing step we define outputs, inputs and the process. ( )

29- Preparing Algorithm is the first step on program solving steps. ( )

30- Program designing is the third step on program solving steps. ( )

31- One of the Flowcharts disadvantages is that they are not useful to explain the program to others. ( )

32- The left side of any equation must have one variable only. ( )

33- You can use any geometric shape to act the solving steps of a flowchart. ( )

34- You can draw a flowchart using standard graphical shapes. ( )

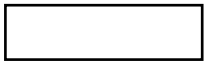
35- We can use the shape to put "Output" inside. ( )

36- We can use the shape to put "start" inside. ( )

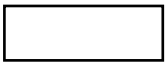
37- We can use the shape on the start and end. ( )

38- We can use the shape when we have a question with more than one option. ( )

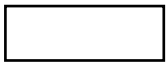
39- We can use the shape to represent the decision process and we write print inside it. ( )

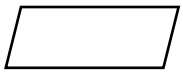
40- We can use the shape  to output data and we can write "print" inside it. ( )

41- Flowchart starts with the start symbol and ends with ( )

42- The rectangle symbol  is used to enter data. ( )

43- The Rhombus symbol is used to indicate a process of taking decision. ( )

44- The rectangle symbol  is used to represent data processing. ( )

45- The  on flowchart is used to a process of taking decision. ( )

46- The Terminal symbol is used to represent input and output process . ( )

47- The oval symbol is used to represent data processing. ( )

48- The shapes are used to define the sequence of steps from up to down and from left to right. ( )

49- The oval symbol is used to represent entering data. ( )

50- Flowchart uses standard graphical symbols to illustrate the sequence of steps required for solving a problem. ( )

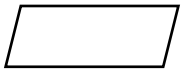
51- Variable is a store on the computer memory that contains a changeable value. ( )

52- We use "Enter" to enter changeable values. ( )

53- When we enter changeable values, we can use " Get – Read – Input " as they have the same meaning. ( )

54- We use "Output" to output changeable values. ( )

55- The "Output" expression is equal to "Print – Output" and have the same meaning. ( )

56- We can write "Input" inside the shape  . ( )

57- The right side of any operation contains one variable only. ( )

58- The right side of any operation contains an abstract value or an arithmetic operation. ( )

Choose the correct answer from practice

1- ..... is a goal that requires solution.

(Problem – Problem solving – Algorithm)

2- ..... is group of a logically arranged procedures used to solve a problem.

(Problem solving – Problem – Algorithm)

3- ..... are the steps, activities and process we should do to achieve our goals.

(Problem definition – Problem solving – Algorithm)

4- From the problem solving stages.....

(Problem – Problem definition – all the previous)

5- The first stage on problem solving stages is ……..

(program testing – Problem definition – preparing the Algorithm)

6- The second stage on problem solving stages is ……..

(program testing – Problem definition – preparing the Algorithm)

7- The Third stage on problem solving stages is ……..

(program documentation – Problem definition – designing program)

8- The last stage on problem solving stages is ……..

(program documentation – Problem definition – testing program validity)

9- Writing all the steps taken to solve the problem is called ……..

(program documentation – preparing algorithm – Problem definition)

10- Converting flow chart into a programing language is called ……

(program designing – program documentation – Problem definition)

11- Converting problem solving steps into a flow chart is called ……

(program documentation – Algorithm – Problem definition)

12- …… is a diagram that uses standard graphical symbols to illustrate the sequence of steps required for solving a problem.

(Problem solving – Flow chart – All the previous)

13- We can define inputs, outputs and process on the ……. stage.

(Problem definition – Preparing Algorithm – program documentation)

14- …….. is a situation that requires solution.

(Problem – Problem solving – Algorithm)

15- Flow chart makes it easy for the program to …….. the problem and how to know what to do.

(read – understand – read and understand)

16- Flow charts use …….. shapes to show data and problem solving steps.

(random – standard – explicative)

17- Making sure that the program is free of errors is called ……

(program testing – program designing – program documentation)

18- Using standard shapes to show problem solving is called ……

(Flowchart – problem Solving – Algorithm)

19- When we draw a flowchart we use ……..

(standard geometric shapes – all geometric shapes – one geometric shape)

20- Problem solving has many expressions and the expression that represent arithmetic operation is ……..

(Algorithm - Problem – program designing)

21- Problem solving has many expressions and the expression that represent preparing a cup of juice is ……..

(Algorithm - Problem – flow chart)

22- On flow chart the shape used to represent taking decision is……

(– –)

23- On flow chart the shape used to represent processing is……

(– –)

24- On flow chart the shape used to represent inputs and outputs is…

(– –)

25- On flow chart the shape used to represent start and end is……..

(– –)

26- The shape that shows the sequence of steps is the…….

(rhombus – oval – flow lines)

27- Flow chart begin with the start symbol and ends with the end symbol ……

(– –)

28- A , B , C are called ……..

(variables – equations – arithmetic operations)

29- …… Is a store on the computer memory is contains changeable values.

(Constants – Variables – Algorithm)

30- The word that is equal to "Get" and has the same meaning is ……

(Print – Read – Start)

31- The word that is equal to "Output" and has the same meaning is ……..

(Read - End – Print)

32- The word that is equal to "Enter" and has the same meaning is ……

(Read - Output – Print)

33- The formula C=A+B is put inside ……..

(– –)

34- The formula "Print Result" is put inside ……..

(– –)

35- On the formula C=A+B ……..

("C" is a store on memory – the values of "A+B" are stored on "C" – all the previous)

36- The right side of any equation contains ……

(one variable only – more than one variable – nothing of the previous)

37- On flow chart …… is used to represent input values.

(Start – Print – Input)

38- On flow chart …… is used to represent output values.

(Print – output – nothing of the previous)

39- On flow chart …… is used to output results.

(Start – Input – Output)

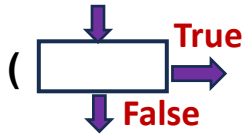
40- On flow chart …… is used to output results.

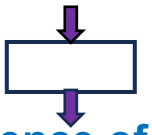
(input – Read – nothing of the previous)

41- The …… side of any equation has one variable and contains the sum.

(right – left – all the previous)

42- Which symbol is incorrect ?

(

–  –)

43- …….. shows the sequence of steps.

(Flow Line – Terminal – Process)

44- When you give a premier value to a variable use the ……..shape

(– –)

45- The arithmetic operations occurs on the …….. stage

(Problem solving – Algorithm – Problem definition)

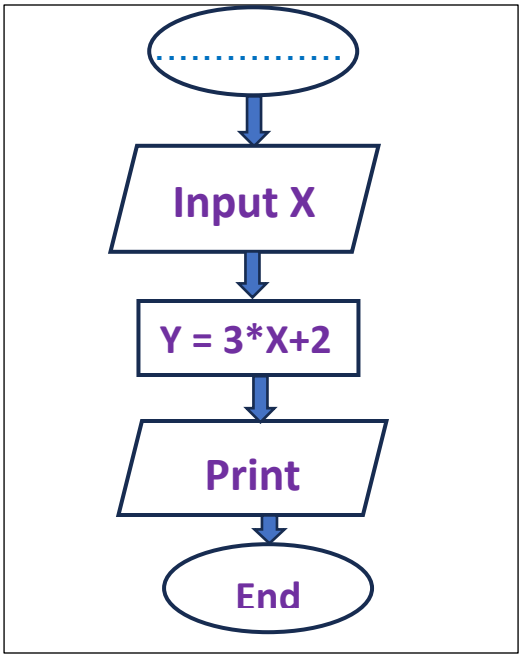
46- Wearing the suitable shoes, preparing your traveling requirements and training on climbing is ……..

(Problem solving – Algorithm – Problem)

47- On flow chat we use the symbol ……..when we have more than option.

(sums – Branching – Loops)

48- Study this flow chart well, then choose the correct answer:



1- Fill in the blanks ……..on the flow chart

(Start – End – Flowlines)

2- The rectangle represents a……..

(End – Print – Input)

3- On the opposite flow, chart The expression equal to output is…..

(outputs – inputs – process)

Model exam 1

Put (√) or (X)

1- A problem is a situation that requires solution. ( )

2- The terminal shame is used to define inputs and outputs. ( )

3- You can use any geometric shape to react the solution steps. ( )

4- The steps of the problem solving are written on the "Problem definition" step. ( )

5- Program documentation means writing all the steps taken to solve the problem. ( )

Choose the correct answer from practice

1- …….. is used to define the sequence of the steps.

(Rectangle – Ellipse – Flow lines)

2- …….. is a store on the computer memory and contains variable values.

(process – Variable – Values)

3- …….. is used to define outputting values on the flowchart.

(Enter – Output – All the previous)

4- Flow chart uses …….. graphical symbols to illustrate the sequence steps required to solve the problem.

(random – standard – graphical)

5- A,B are considered…….. on preparing a flow chart .

(variables – stores on the computer memory – all the previous)

Model exam 2

Choose the correct answer from practice

1- ..... is the steps to be done to reach an output .

(Problem – Problem Solving – Program testing)

2- ..... is a set of arranged steps to be done to reach an output .

(Problem – Problem Solving – Algorithm)

3- ..... is a situation that requires solution.

(Problem – Problem Solving – Algorithm)

4- ..... is the last step on problem solving steps .

(Program documentation – Program designing – Program testing)

5- The steps of solving a problem are presented as a diagram on ....

(problem solving – Program testing – flow chart)

6- Flow charts contains a question with 2 answers called .....

(Loop – Branching – Process)

7- Look ate the opposite flow chart then choose the correct answer:

A. The looped code is.....

(Start – Print M – End)

B. M=M+1 means the increased value as.....

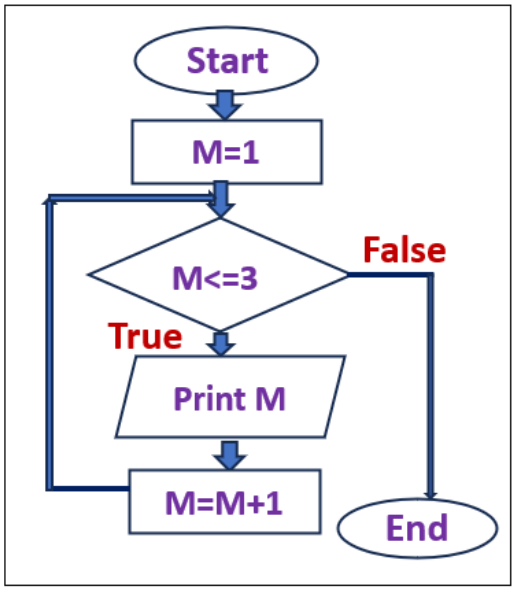
(1 – 3 – 4)

C. The shape defining decision is .....

(◇ – ▭ – □)

D. The final value of M is .....

(6 – 2 – 4)



2023

Answers

Question Bank "October" + Model exams

3rd Year prep

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Put (√) or (X)

1- Problem is a situation requires a solution. (√)

2- Problem is a the steps , activities and process to be done to reach an output or objective. (X)

3- Problem is an object you want to reach using organized steps.(√)

4- Algorithm is a set of logically arranged steps to solve a problem (√)

5- Flowchart is a diagram that uses standard graphical symbols to illustrate the sequence of steps required for solving a problem (√)

6- The first stage on solving a problem is preparing Algorithm. (X)

7- The first stage on solving a problem is defining the problem. (√)

8- Defining the problem means defining inputs, outputs and process. (√)

9- Writing the program on computer using programming languages is the first step on problem solving. (X)

10- Preparing algorithm is the second step on solving problem steps. (√)

11- Program documentation means converting solving steps into flowchart. (X)

12- Program documentation means converting flowchart into a programming language. (X)

13- Testing program validity is the last step on solving a problem. (X)

14- Program documentation is the last step on solving a problem. (√)

15- Program documentation means that the program is without any mistakes. (X)

16- Program testing means writing all the steps taken to solve the problem. (X)

17- Flowchart makes it easy to understand the problem. (√)

18- Flowcharts are drawn on computer only. (X)

19- Flowcharts are useful to explain the program to others. (√)

20- Flowcharts help on program documentation especially complicated programs. (√)

21- Algorithm means an object request solving. (X)

22- Algorithm helps on understanding the problem and converting it to a program. (√)

23- Preparing a cup of tea is considered an example of a problem (√)

24- Program documentation means writing all the steps taken to solve a problem. (√)

25- On the problem defining step we write all the steps taken to solve the problem and the programmer's name. (X)

26- We test the program validity after the documentation step. (X)

27- Program testing means that the program is without any mistakes. (√)

28- On the program testing step we define outputs, inputs and the process. (X)

29- Preparing Algorithm is the first step on program solving steps. (X)

30- Program designing is the third step on program solving steps (√)

31- One of the Flowcharts disadvantages is that they are not useful to explain the program to others. (X)

32- The left side of any equation must have one variable only. (√)

33- You can use any geometric shape to act the solving steps of a flowchart. (X)

34- You can draw a flowchart using standard graphical shapes. (√)

35- We can use the shape to put "Output" inside. (X)

36- We can use the shape to put "start" inside. (√)

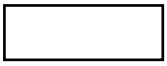
37- We can use the shape on the start and end. (√)

38- We can use the shape when we have a question with more than one option. (√)

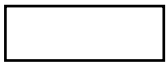
39- We can use the shape to represent the decision process and we write print inside it. (X)

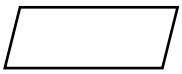
40- We can use the shape to output data and we can write "print" inside it. (√)

41- Flowchart starts with the start symbol and ends with (√)

42- The rectangle symbol  is used to enter data. (X)

43- The Rhombus symbol is used to indicate a process of taking decision. (√)

44- The rectangle symbol  is used to represent data processing. (√)

45- The  on flowchart is used to a process of taking decision. (X)

46- The Terminal symbol is used to represent input and output process . (√)

47- The oval symbol is used to represent data processing. (X)

48- The shapes are used to define the sequence of steps from up to down and from left to right. (√)

49- The oval symbol is used to represent entering data. (X)

50- Flowchart uses standard graphical symbols to illustrate the sequence of steps required for solving a problem. (√)

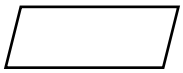
51- Variable is a store on the computer memory that contains a changeable value. (√)

52- We use "Enter" to enter changeable values. (√)

53- When we enter changeable values, we can use " Get – Read – Input " as they have the same meaning. (√)

54- We use "Output" to output changeable values. (√)

55- The "Output" expression is equal to "Print – Output" and have the same meaning. (√)

56- We can write "Input" inside the shape  . (√)

57- The right side of any operation contains one variable only. (X)

58- The right side of any operation contains an abstract value or an arithmetic operation. (√)

Choose the correct answer from practice

1- ..... is a goal that requires solution.

(Problem – Problem solving – Algorithm)

2- …….. is group of a logically arranged procedures used to solve a problem.

(Problem solving – Problem – Algorithm)

3- …….. are the steps, activities and process we should do to achieve our goals.

(Problem definition – Problem solving – Algorithm)

4- From the problem solving stages……..

(Problem – Problem definition – all the previous)

5- The first stage on problem solving stages is ……..

(program testing – Problem definition – preparing the Algorithm)

6- The second stage on problem solving stages is ……..

(program testing – Problem definition – preparing the Algorithm)

7- The Third stage on problem solving stages is ……..

(program documentation – Problem definition – designing program)

8- The last stage on problem solving stages is ……..

(program documentation – Problem definition – testing program validity)

9- Writing all the steps taken to solve the problem is called ……..

(program documentation – preparing algorithm – Problem definition)

10- Converting flow chart into a programing language is called ……

(program designing – program documentation – Problem definition)

11- ..... is a diagram that uses standard graphical symbols to illustrate the sequence of steps required for solving a problem.

(Problem solving – Flow chart – All the previous)

12- We can define inputs, outputs and process on the ..... stage.

(Problem definition – Preparing Algorithm – program documentation)

13- ..... is a situation that requires solution.

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14- Flow chart makes it easy for the program to ..... the problem and how to know what to do.

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(Flowchart – problem Solving – Algorithm)

18- When we draw a flowchart we use ……..

(standard geometric shapes – all geometric shapes – one geometric shape)

19- Problem solving has many expressions and the expression that represent arithmetic operation is ……..

(Algorithm - Problem – program designing)

20- Problem solving has many expressions and the expression that represent preparing a cup of juice is ……..

(Algorithm - Problem – flow chart)

21- On flow chart the shape used to represent taking decision is……

(– –)

22- On flow chart the shape used to represent processing is……..

(– –)

23- On flow chart the shape used to represent inputs and outputs is…

(– –)

24- On flow chart the shape used to represent start and end is……..

(– –)

25- The shape that shows the sequence of steps is the……

(rhombus – oval – flow lines)

26- Flow chart begin with the start symbol and ends with the end symbol .....

(– –)

27- A , B , C are called .....

(variables – equations – arithmetic operations)

28- ..... Is a store on the computer memory is contains changeable values.

(Constants – Variables – Algorithm)

29- The word that is equal to "Get" and has the same meaning is .....

(Print – Read – Start)

30- The word that is equal to "Output" and has the same meaning is .....

(Read - End – Print)

31- The word that is equal to "Enter" and has the same meaning is .....

(Read - Output – Print)

32- The formula C=A+B is put inside .....

(– –)

33- The formula "Print Result" is put inside .....

(– –)

34- On the formula C=A+B .....

("C" is a store on memory – the values of "A+B" are stored on "C" – all the previous)

35- The right side of any equation contains .....

(one variable only – more than one variable – nothing of the previous)

36- On flow chart ..... is used to represent input values.

(Start – Print – Input)

37- On flow chart ..... is used to represent input values.

(Print – output – nothing of the previous)

38- On flow chart ..... is used to output results.

(Start – Input – Output)

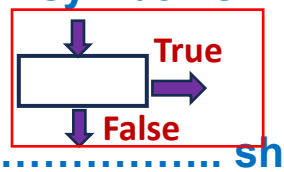
39- On flow chart ..... is used to output results.

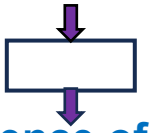
(input – Read – nothing of the previous)

40- The ..... side of any equation has one variable and contains the sum.

(right – left – all the previous)

41- Which symbol is incorrect ?

(

–  –)

42- ..... shows the sequence of steps.

(Flow Line – Terminal – Process)

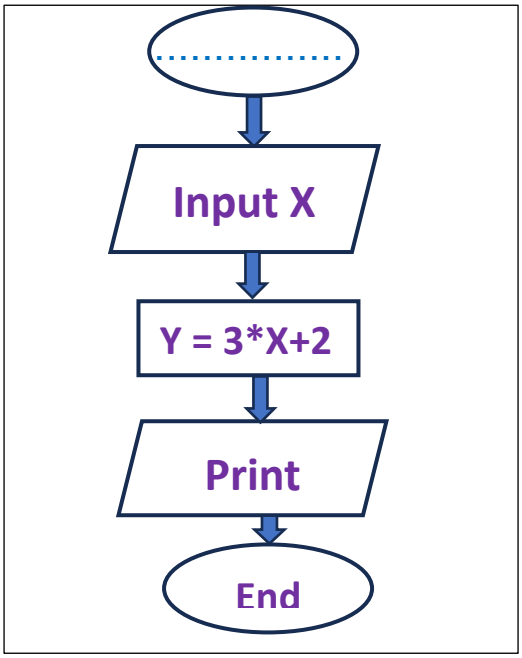
43- When you give a premier value to a variable use the .....shape

(– –)

44- On flow chart we use the symbol ……..when we have more than option.

(sums – Branching – Loops)

45- Study this flow chart well, then choose the correct answer:



4- Fill in the blanks ……..on the flow chart

(Start – End – Flowlines)

5- The rectangle represents a……..

(outputs – inputs – process)

6- On the opposite flow, chart The expression equal to output is…..

(End – Print – Input)

Model exam 1

Q	Put (√) or (X)	Q	Choose the correct answer from practice
1	√	1	Flow Lines
2	X	2	Variable
3	X	3	Output
4	X	4	Standard
5	X	5	All the previous

Model exam 2

Q	Choose the correct answer from practice		
1	Problem solving	6	Branching
2	Algorithm	A	Print M
3	Problem	B	1
4	Program documentation	C	
5	Flow charts	D	4